

Cartographers Game Stamps Campaign Set

This is the Campaign Set for the Cartographers Edition of Game Stamps. It can be used with the board-game *Cartographers* or as a map-making tool for other games.

If you have questions or comments, please contact me at brendan@gamestamps.com. You can also find more information at www.gamestamps.com.

USING THE STAMPS

Keep a piece of scrap paper nearby so you can test the stamps before making permanent marks on your map or game sheet. Before using a stamp, make a few impressions on the scrap paper – this will clean the rubber and help you decide how much pressure to apply.

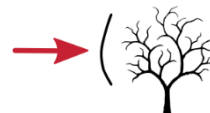
Inking the Stamp

Hold the stamp level and press it firmly into the ink pad. Don't tilt the stamp or rock it back and forth, or else you might get ink on the outer edge of the rubber.

Stamping the Image

Before stamping an image on the paper, check which way the stamp is pointed to make sure it's right way up. Hold the stamp level and press it straight down onto the paper, applying firm and even pressure.

Don't tilt the stamp or rock it back and forth. Doing so could create small lines or marks, if the outer edge of the rubber touched the ink pad and the paper. If you see those marks, clean the rubber and be sure to hold the stamp level when you ink it again.



If a design has a lot of solid areas, you may need to apply more pressure or hold the stamp in place for longer. Other designs benefit from a lighter touch. If your test impressions are patchy or faint, make small adjustments. Apply slightly more pressure each time, holding the stamp in place for a bit longer.

More Pressure:



Less Pressure:



PAPER

The stamps can be used with blank paper, but they are also compatible with hexes or grids. If you want to print your own hex or grid paper, templates can be found at the Game Stamps web-site.

www.gamestamps.com/downloads

HOMEMADE GAME SHEETS

The Downloads section includes a custom game-sheet for the boardgame *Cartographers*. This sheet has bigger squares, giving you more space to stamp each symbol. You can also use it to generate your own maps, stamping the Mountains, Ruins, and Wastelands before you start the game.

If you use the Ruins expansion, I recommend stamping pillars or megaliths in a lighter ink such as Yellow. Thoroughly clean the stamp before switching from a darker color to a lighter one, or else you might muddy the new ink pad with ink from the old one.

DESIGN NOTES

Here are some ideas for how to use the stamps in role-playing games or the board-game *Cartographers*.

Some designs can represent than one type of terrain, and you may want to use colored pencils or ink pads to avoid any ambiguity. For example, the **Grassland** stamp could represent a Forest Meadow or Farmland, and coloring it green or yellow will make its function obvious at a glance.



Use for **Mountains** on a large-scale map or **Hills** on small-scale maps. This stamp is also useful if you're making your own game-sheet for the boardgame *Cartographers*.



Use **Conifer Trees** to add variety to forests, or to create wooded highlands in the vicinity around Mountains or Hills. This design is narrower than the other trees, so you may be able to stamp more than one conifer inside a hex or square, creating densely packed forests.



Use **Dead Trees** to add variety to Marshes or Forests, or to represent wastelands or haunted woods. For the board-game *Cartographers*, this stamp could represent either a Forest or a Wasteland.



Use **Grassland** to add meadows and clearings to your forests, or to create paths and trails on a small-scale map. This stamp could be used for either Farmland or Forest in the *Cartographers* boardgame.



Use **Marshes** to create wetlands where the land meets the sea or along the banks of rivers. It can also represent water in the board-game *Cartographers*.



Use the **Spiral Sea** to add variety to your maps, or to distinguish between deep sea and coastal waters or rivers.



Alternate between the stamps to add variety to your **Towns** and **Cities**. The basic set included tall houses, whereas the smaller houses in the expansion are ideal for smaller towns and villages, or to create lonely cottages deep in the forest.



Use this stamp to create a **Walled Cities** or **Castles**. On a small-scale map, stamp rows of fortifications to create large castles.



Use this stamp for a **Dungeon Entrance** or to mark the lairs of **Monsters** in the *Cartographers* boardgame. It can also be used on small-scale maps to show the entrance to a walled city or castle, by stamping a doorway flanked by fortifications.



Add variety to cities by including **Temples** and **Shrines**, or use this stamp to represent major cities or centers of culture. On a small-scale map, use a combination of Temples, Pillars, and Flagstones to create elaborate temples.



Use this stamp for **Ruins** or to add variety to Temples and Shrines. If you're making your own game-sheet for the boardgame *Cartographers*, stamp the ruins with yellow ink – remember to clean the stamp first, in case it was already used with black ink.



Use this stamp for **Megaliths** and Standing Stones, or the entrance to cairns, barrows, or mines. This stamp could also represent ruins in the board-game *Cartographers*.



Use **Flagstones** to create roads between settlements, or to create town squares or stylized courtyards. This stamp could represent a town square in the board-game *Cartographers*, or it could serve as an alternate form of wastelands.